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(54) TARGET AND PRESS NATURAL USER INPUT

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(57) **ABSTRACT**

A cursor is moved in a user interface based on a position of a joint of a virtual skeleton modeling a human subject. If a cursor position engages an object in the user interface, and all immediately-previous cursor positions within a mode-testing period are located within a timing boundary centered around the cursor position, operation in a pressing mode commences. If a cursor position remains within a constraining shape and exceeds a threshold z-distance while in the pressing mode, the object is activated.